Cohort 2-\#10-11/02/20, 4:30pm - 60 mins Prepared by:


Set up a game of 1 v 1 or 2 v 2 in a small area. Players must execute a give and go with the coach on change of puck possession. Rotate through goalies.

Krebs Special - 7 mins


Set up as shown. Players will execute a variety of skating skills around the cones, get a puck, deke obstacle for a shot on net. Switch lines each rep. Skills may include 1-2 ft inside/outside edges, pivots, heel-to-heel, f/b, full turns, puck control, etc.


To set up each race, coach places 2 pucks on each side of each racer. Player $X \& O$ start facing each other. On coaches signal, players race to the first puck and execute a 2 foot stop and must move the puck with their skates. They then immediately race towards the second puck (finish line) for another 2 foot stop. Modify as need be.


To set up, make a home base for each player (cone, hula hoop, marker, etc) and place 3-4 there to start with. On the whistle, players must "get rid" of their fuzzy pucks by stick handling them over to someone else's home base. Players can only skate with 1 puck at a time. Once a player gets rid of all their pucks, a winner is declared and start a new game. Use 2-4 pucks depending on skill level. Play with stops, tight turns, etc.

Slingshot 1.0-8 mins

$X$ begins with a shot on net. After the shot, $X$ skates behind the net, gets a puck, and makes a pass to the coach (then returns to the back of the line). Coach then passes to next player in line who goes in for a shot, etc. This is a continuous activity.


Player quickly dekes and weaves through the obstacles and finishes with a shot on net. Each player gets 2 pucks. Be sure to use forehand and backhand dekes and shots.


Set up 2 games of $3 v 3$ as shown. Coaches can help manage each of the 4 teams and 2 coaches manage pucks in the middle. If a goalie coves the puck, a goal is scored, or the puck leaves the game area, the coach will spot a new puck. Keep the pace up as shifts will be 30 seconds and change on the whistle.

